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Patent application for: Computers that communicate in the English Language and

2 complete work assignments by reading English Language sentences.

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5 Claims:

6 1. Said application can carry out spontaneous (positive value work occurs) English
7 Language conversations with other said application(s) running on various computers
8 and devices.

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10 2. Computer memory for said application is English Language sentences that may be
11 constructed by people or machine using the English Language.

12

13 3. Said application can dynamically change the way it processes an English Language
14 sentence using said previous English Language sentences which reconfigures said
15 application.

16

17 4. Said application can dynamically switch memories (defined as a group of English
18 Language sentences) based on an English Language sentence input from another
19 device, human, or said application sending a new English Language sentence fed
20 back into the input. in Figure 1 item (13) from said application's memories in Figure
21 1 items (5), (8), (11). This occurs because sentences stored in memory can have any
22 number of attached sentences that can be sent back into the said applications input
23 or to other devices in Figure 1 item (14). Said other devices can send English

CLAIMS SECTION

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24 Language sentences back to first said application in response to said applications
25 sentences over a network.

26

27 5. Said application can be programmed by storing ordinary English Language
28 sentences.

29

30 6. Said application can read English Language sentences stored in text files in order to
31 teach itself (said application) with English Language sentences so that after said
32 application has trained itself, a said last sentence in the text file that has trained said
33 application can be used to cause said application to respond correctly to what said
34 application has learned.

35

36 7. Said application can take an input English Language sentence, find a fuzzy match in
37 1 of N English Language memories (made up of English Language sentences) and
38 having attached English Language sentences that are fed back to the input of said
39 application in Figure 1 item (13) such that said application utilizes several memories
40 in Figure 1 items (5), (8), and (11) so that said application carries out a number of
41 coordinated actives to complete a total task made by calling one or more English
42 Language sentences connected to 1 of N English Language sentences in Figure 1
43 items (5) (8), and (11).

44

45 8. Said application with machine or human English Language input can find an existing
46 English Language sentence using fuzzy logic with N number of actions or attached

- 47 English Language sentences that can be fed back into the input at Figure 1 item (13)
- 48 or go to the output in Figure 1 item(14) such that an English Language sentence is
- 49 sent to another said application operating on other computers or devices such that
- 50 said device replies in response with said English Language sentence originating from
- 51 said first application. Said original application would complete English Language
- 52 conversation.
- 53
- 54 9. Said application can change entire memory systems based on an English Language
- 55 sentence.
- 56
- 57 10. Said application is context sensitive dynamically switching memories (made up of
- 58 English Language sentences) based on input sentences.
- 59
- 60 11. Said application can process multiple English Language sentences sent to the said
- 61 application as a text file, a tape recording, human, English Language sentences
- 62 synthesized by a computer or any said device capable of transmitting English
- 63 Language sentences.
- 64
- 65 12. Said application can logically process multiple input English Language sentences as
- 66 in: please play a card game. If you can play cards then show the card game
- 67 instructions. If you can not play cards, play chess.
- 68

69 13. Said application can take two identical sentences and return a difference answer by
70 telling said application to switch memories (context).

71
72 14. Said application dynamically takes a single sentence and builds several sentences to
73 search text or other file types. In this example, the following input sentence: “Who
74 is the mayor of Chicago?” causes the said application to build two sentences: “Who
75 is the mayor?” and “Who is the mayor of Chicago?” The first sentence: “Who is the
76 mayor?” causes the said application to switch to mayor memory. Mayor memory
77 then opens the appropriate text memory that when the said application receives the
78 second sentence: “Who is the mayor of Chicago?” said application displays the
79 appropriate answer.

80
81 15. Any device that can process English Language like constructs, parsing components
82 into actions (verbs), prepositional phrases, noun phrases, verb phrases, adverbs, and
83 other components such that said parsing can communicate with said mechanisms of
84 said patent application.

85
86 16. Tagging any electronic transaction with multiple sentences such that the transaction
87 becomes data and the tagged multiple sentences attached to the transaction(s) are
88 English Language instructions telling said receiver or other devices of information
89 what should be done.

91 17. Using English Language tags in the form of English Language sentences or English

92 Language words to be used to define the likeness of data so that said data can be

93 integrated in order to build new data with added value.

94

95 18. Defining any suitable standard or non standard database system holding English

96 Language sentences such that said English Language sentences can be used to re-

97 program said computer application.

98

99 19. Using said computer program to translate English Language sentences made from

100 said imaging device so that said application can respond to English Language

101 sentences made by vision devices. Said devices can be any device capable of

102 translating observation of images, voice, and other transducers into English

103 Language sentences and components.

104

105 20. An English Language declarative sentence (noun phrase plus a verb phrase) is

106 reformatted such that its verb phrase (made up of a verb plus a noun phrase) where

107 the verb phrases noun phrase may be substituted with multiple sentences such as:

108 computer play cards is “go to game memory. please play a game of cards.” Where:

109 is “go to game memory. please play a game of cards.” is the verb phrase and its noun

110 phrase is “go to game memory. please play a game of cards.”

111

112 21. Claim 21 is related to claim 20 in that the back part of any sentence can call the front

113 part of any other sentence stored in the same memory or in other memories. The

114 same is true for native databases, text databases, SQL databases, and any other
115 databases that store human language in any medium.

116

117 22. The computer program uses sentence logic as in: “run a computer card game if:
118 switch to your science memory. Why is the sky blue? Otherwise call your doctor.

119

120 23. If the computer program can not answer the question: Why is the sky blue? it will be
121 forced to learn the answer to this question by storing the appropriate English
122 Language sentence in one of its English Language memories.

123

124 24. The computer program may learn by sending one or more English Language
125 sentences to the input Figure 1 item 1 or from English Language sentences read from
126 memory at Figure 1 item 13 coming from Figure 1 item 12.

127

128 25. An English Language sentence may be sent to the input Figure 1 items 1 instructing
129 said computer application to read English Language sentences from any media such
130 that when computer applications reads English Language sentences (Figure 3) it has
131 learned something by storing a sequence of English Language sentences in said
132 computer application memory at Figure 1 items 5, 8, 11.

133

134 26. Said computer application may learn by an inference method described in US Patent
135 (6,101,490) such that inference causes new English Language sentence to be stored
136 in said computer application such that when computer is told: “My car will not start.

137 What should I do?” said computer makes an inference from “cars transport people”
138 to “taxi transport people” and stores said sentence in memory at Figure 1 items 5, 8,
139 or 11 and answers said question “What should I do? by telling said user to “take a
140 taxi.” Said inference “taxi transport people” is stored in the appropriate computer
141 memory at Figure 1, items 5, 8, or 11.

142

143 27. Said computer memories may be any media that can be accessed via computers in a
144 networked or non networked environment.

145

146 28. Said computer application may gain new knowledge by storing English Language
147 sentences that may be converted from or to other computer data formats.

148

149 29. Said computer application my be told in English Language sentences to add new
150 memory by a copy and past method where by new sections of memory are added to
151 computers said memory system.

152

153 30. Said computer application uses said sentence logic as in: “run the computer game of
154 solitaire if: locate the solitaire card game. Otherwise learn to run the game of
155 solitaire.” Said computer application uses said logic to modify said computer
156 memory. Said sentences (defined in this claim) may come form Figure 1 items 1,
157 13.

158

159 31. Said computer application may generate goals in the form of English Language
160 sentences such that said computer program may evolve said English Language
161 memories at Figure 1 items 5, 8, and 11 where items 5, 8, and 11 could be remote
162 memory via a computer network or some other method to connect to memory that
163 said computer application would evolve its memory by a trial and error method to
164 eventually solve said English Language goal.